



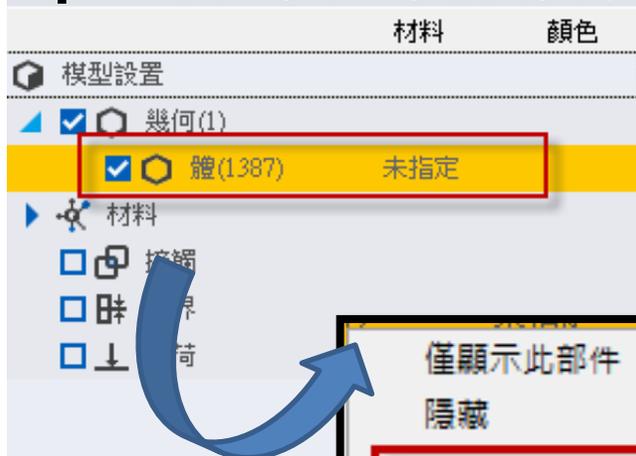
# 前處理-編輯格點數量

Simple, but Everything.

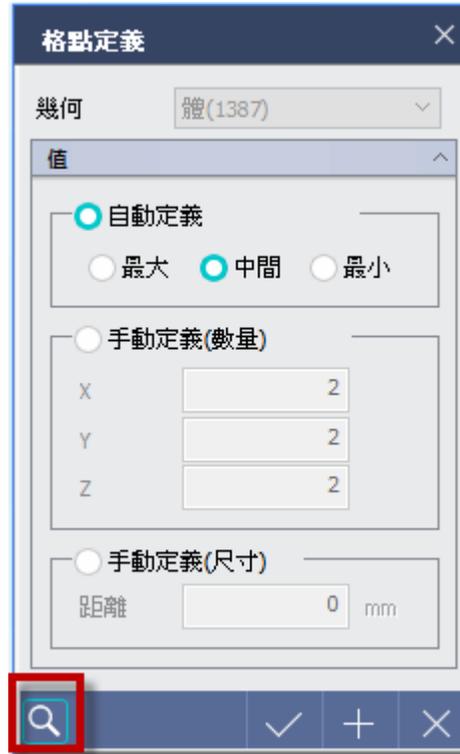
---



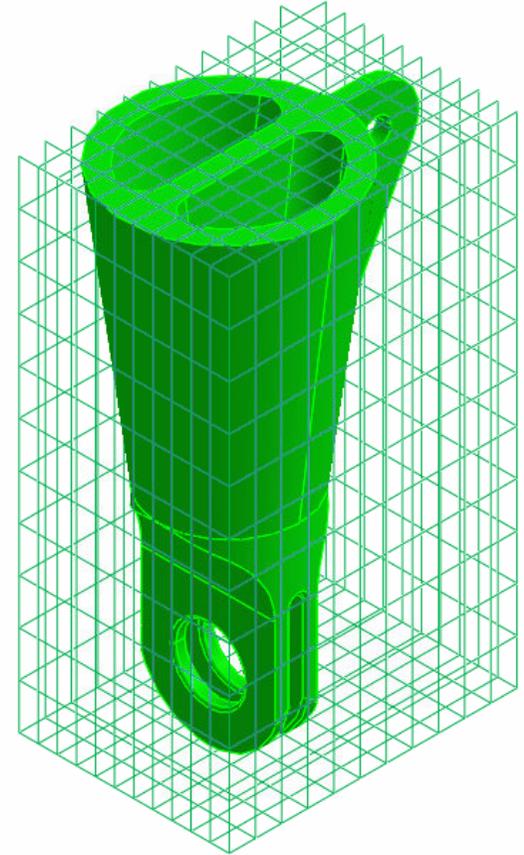
# Step1. 點選模型樹幾何特徵, 按滑鼠右鍵



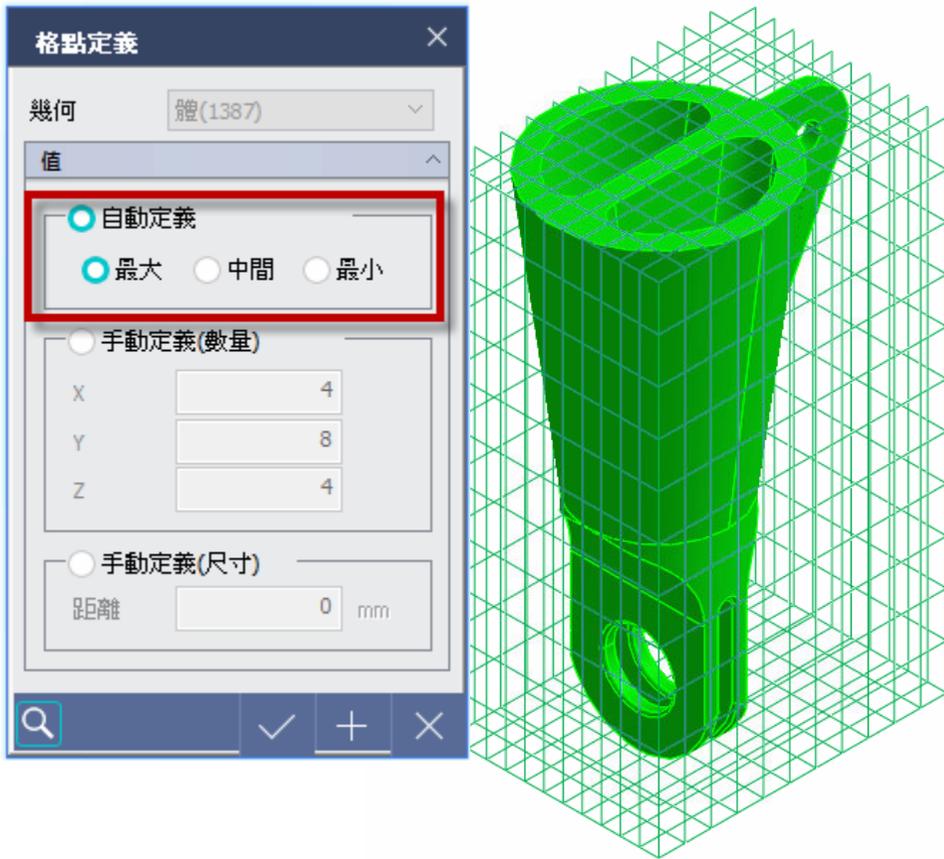
## Step2. 編輯格點數量



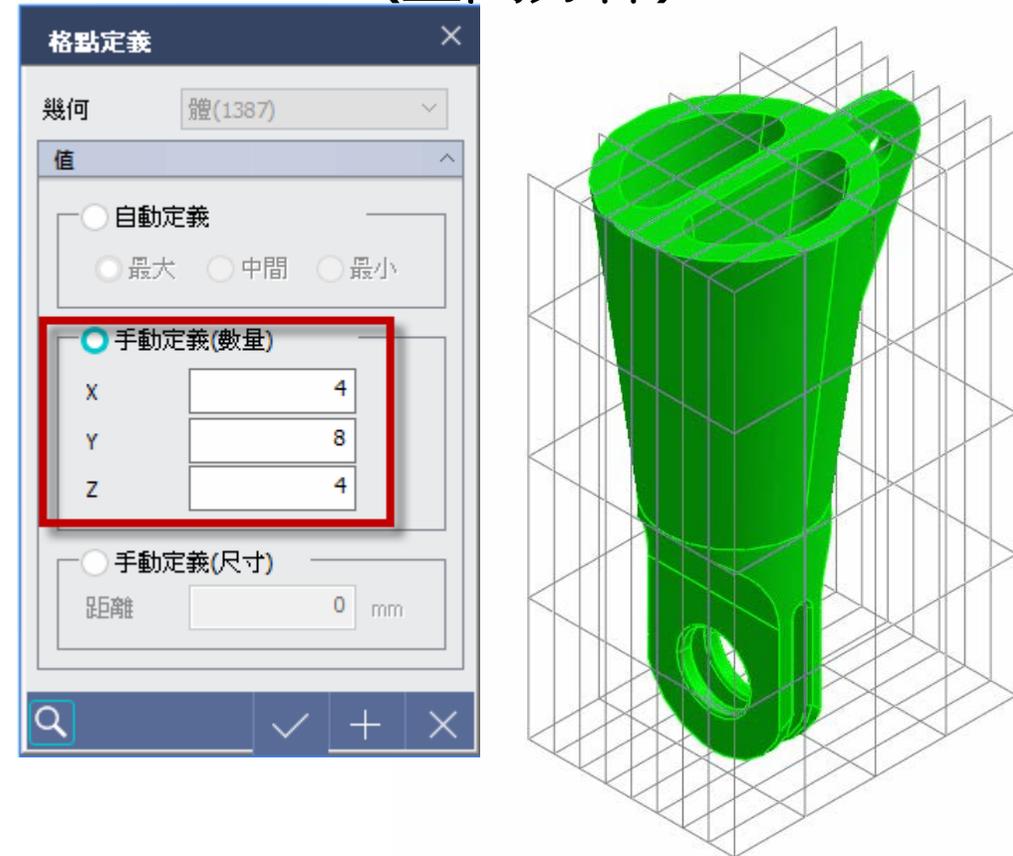
## 預覽網點分佈



## 自動定義 (MF自動判斷)



## 手動定義1 (空間分佈)



註:格點越密分析結果越準確,但計算時間越長,使用記憶體越高

## 手動定義2 (尺寸定義)

